

FIG.1

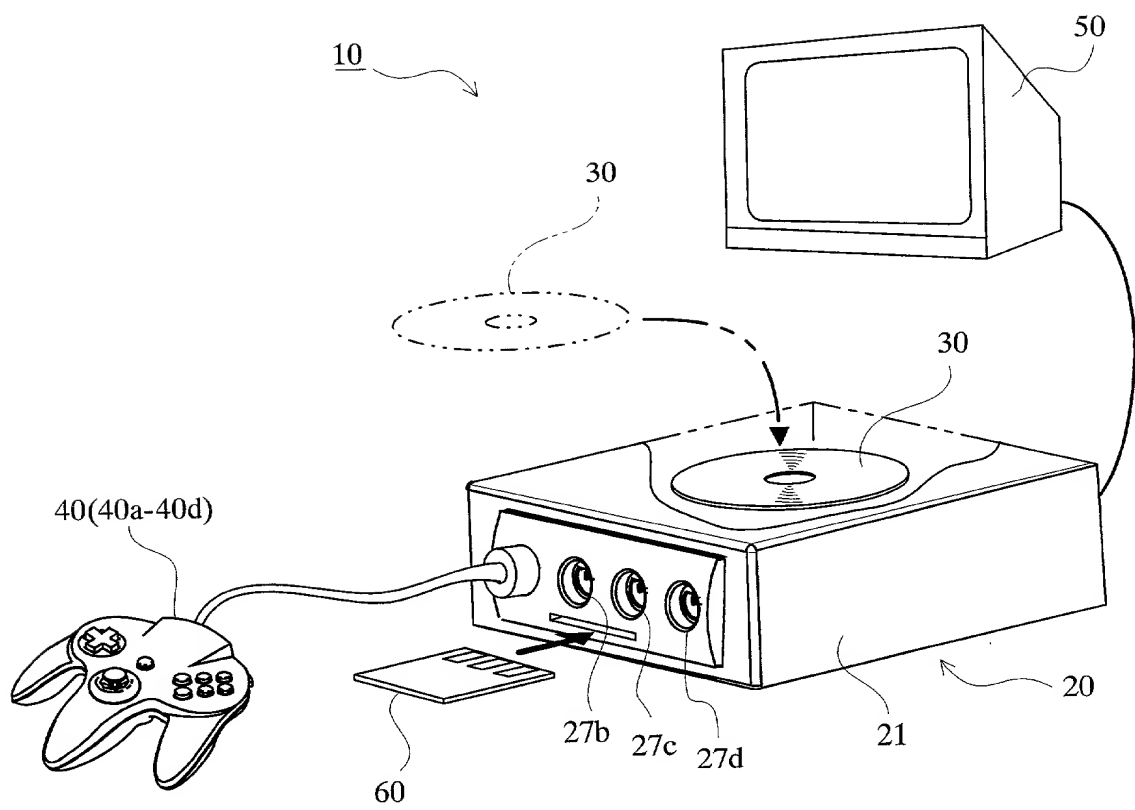


FIG.2

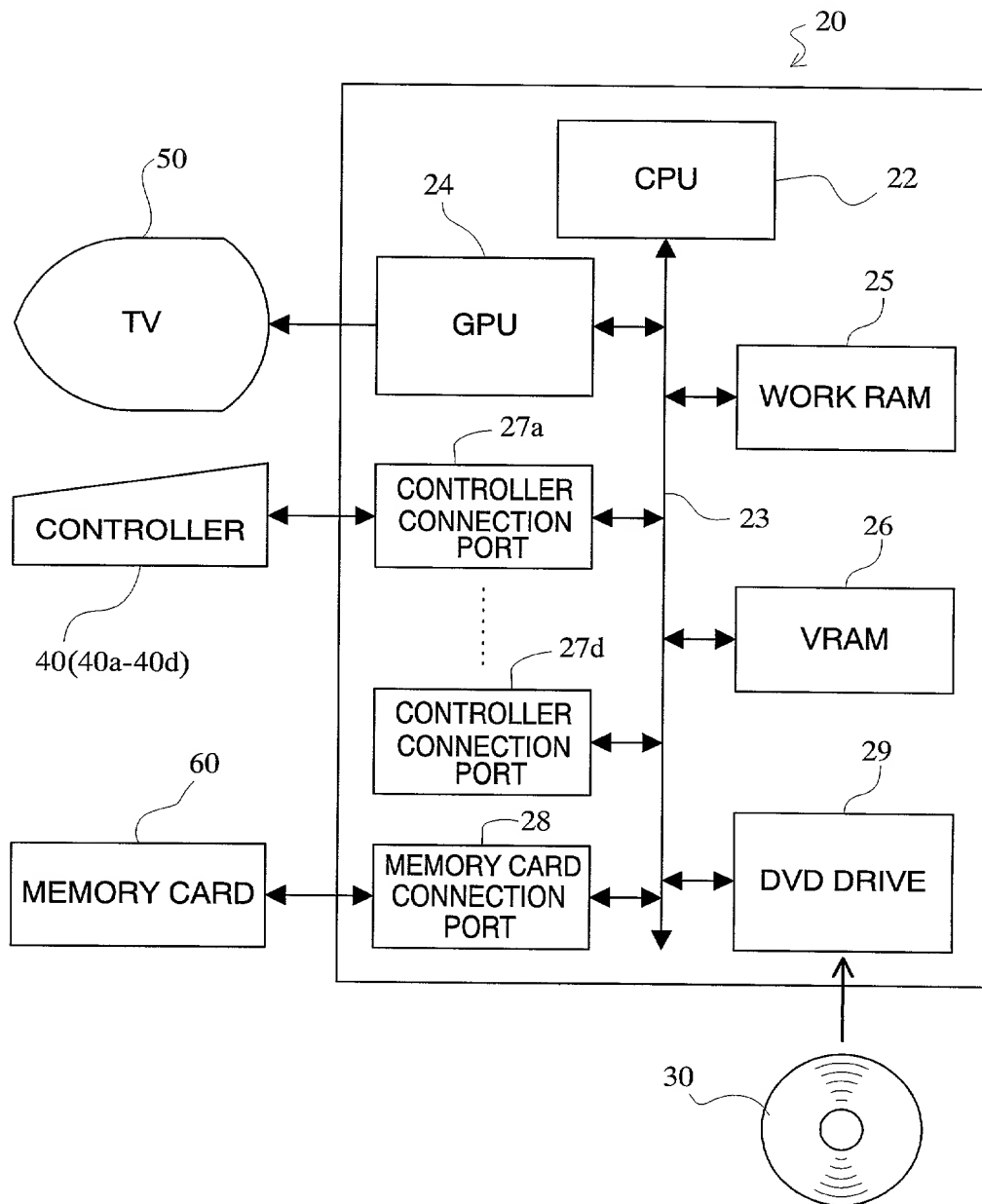


FIG.3

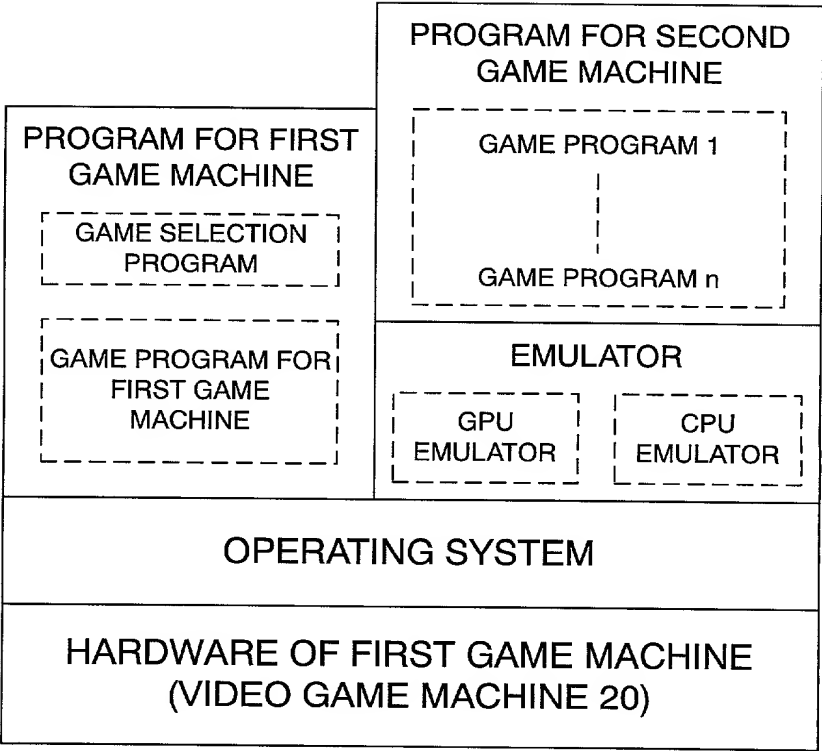


FIG.4

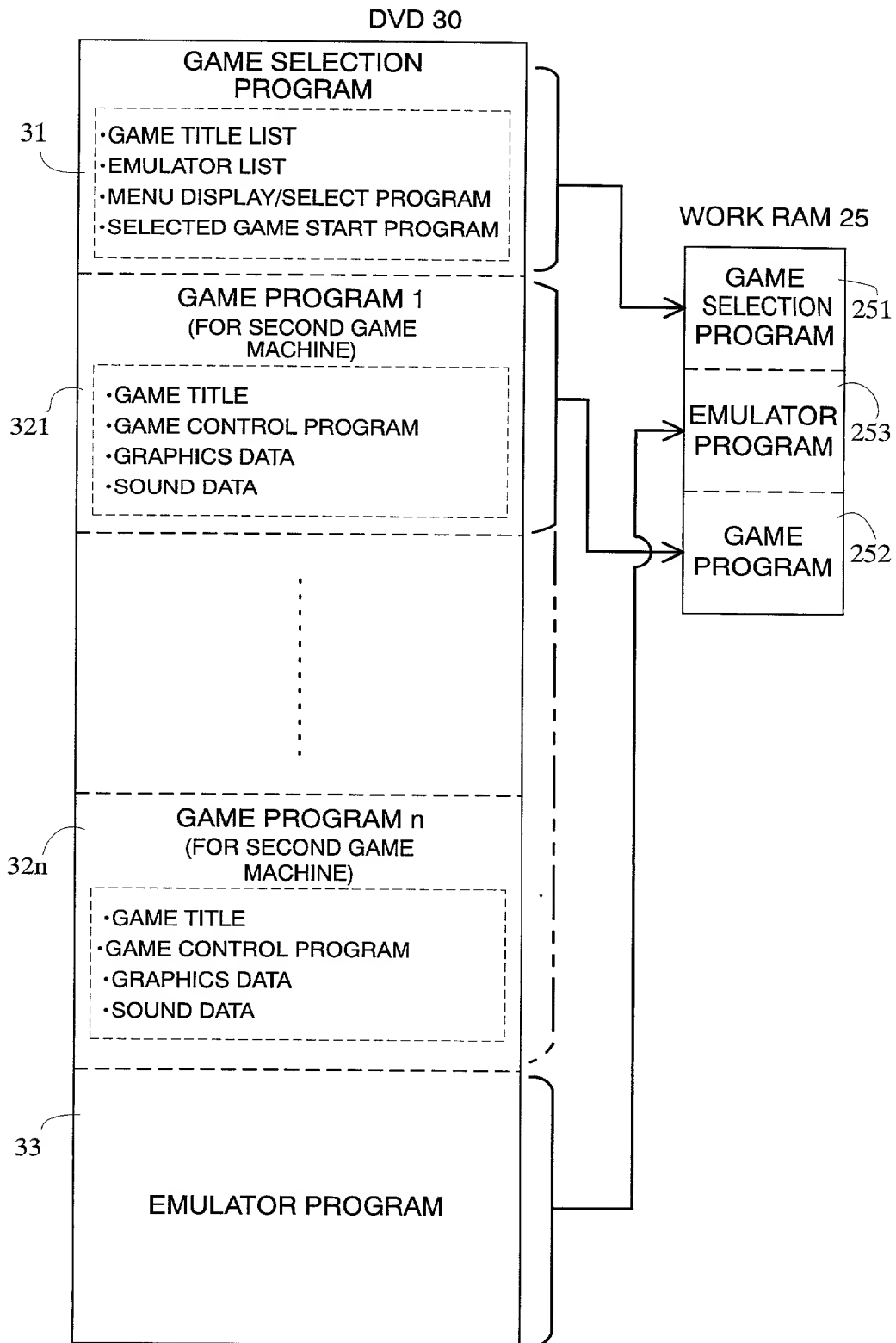


FIG. 5A

GAME PROGRAMS 1 - n
(FOR SECOND GAME
MACHINE)

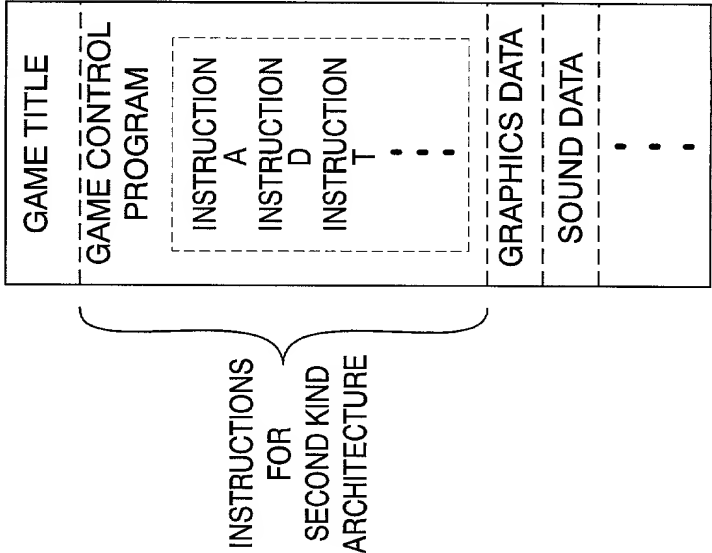


FIG. 5B

EMULATOR PROGRAMS
(X, Y, Z)

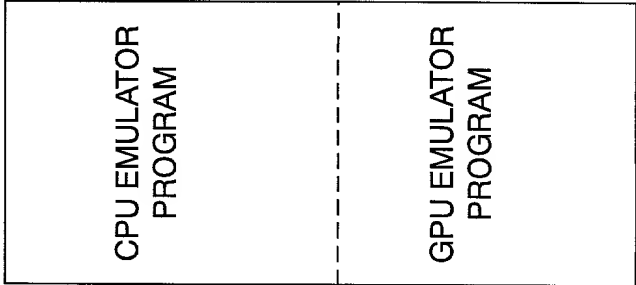


FIG. 5C

GAME PROGRAM m
(FOR FIRST GAME
MACHINE)

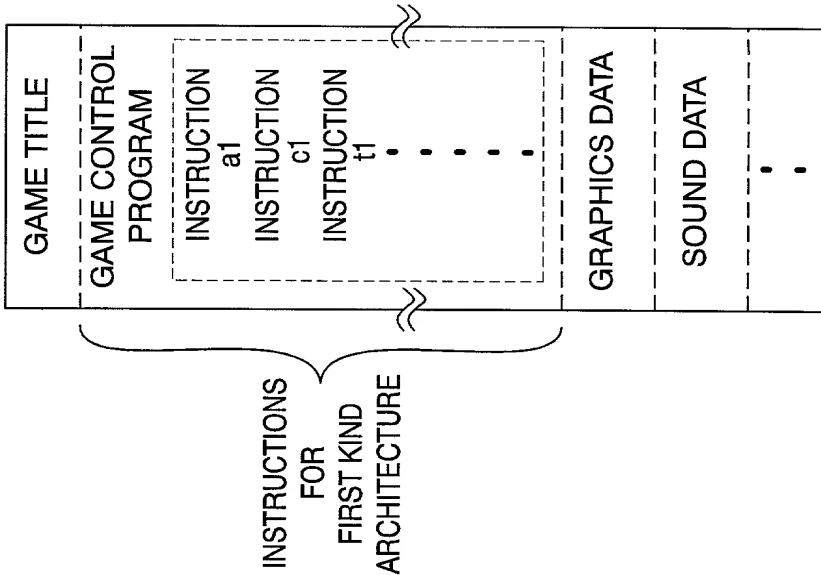


FIG.6

EMULATOR PROGRAM		
INSTRUCTIONS CONSTITUTING GAME PROGRAM FOR SECOND GAME MACHINE (INSTRUCTIONS OF SECOND KIND ARCHITECTURE)	CPU EMULATOR (INSTRUCTIONS OF FIRST KIND ARCHITECTURE)	GPU EMULATOR (INSTRUCTION OF FIRST KIND ARCHITECTURE)
INSTRUCTION A	PROCESSING _a (INSTRUCTIONS a1,a2,a3)	—
INSTRUCTION B	PROCESSING _b (INSTRUCTION b1)	—
· · ·	· · ·	· · ·
INSTRUCTION J	PROCESSING _j (INSTRUCTIONS j1,j2)	—
INSTRUCTION K + INSTRUCTION L	PROCESSING _{k1} (INSTRUCTION k1)	—
· · ·	· · ·	· · ·
INSTRUCTION T (EXCLUSIVE INSTRUCTION FOR GPU)	—	PROCESSING t1 {PROCESSING t2 {PROCESSING t3 (INSTRUCTIONS t11,t12,...)}
INSTRUCTION U (EXCLUSIVE INSTRUCTION FOR GPU)	—	PROCESSING u (INSTRUCTIONS u1,u2,u3)
· ·	· ·	· ·

FIG.7

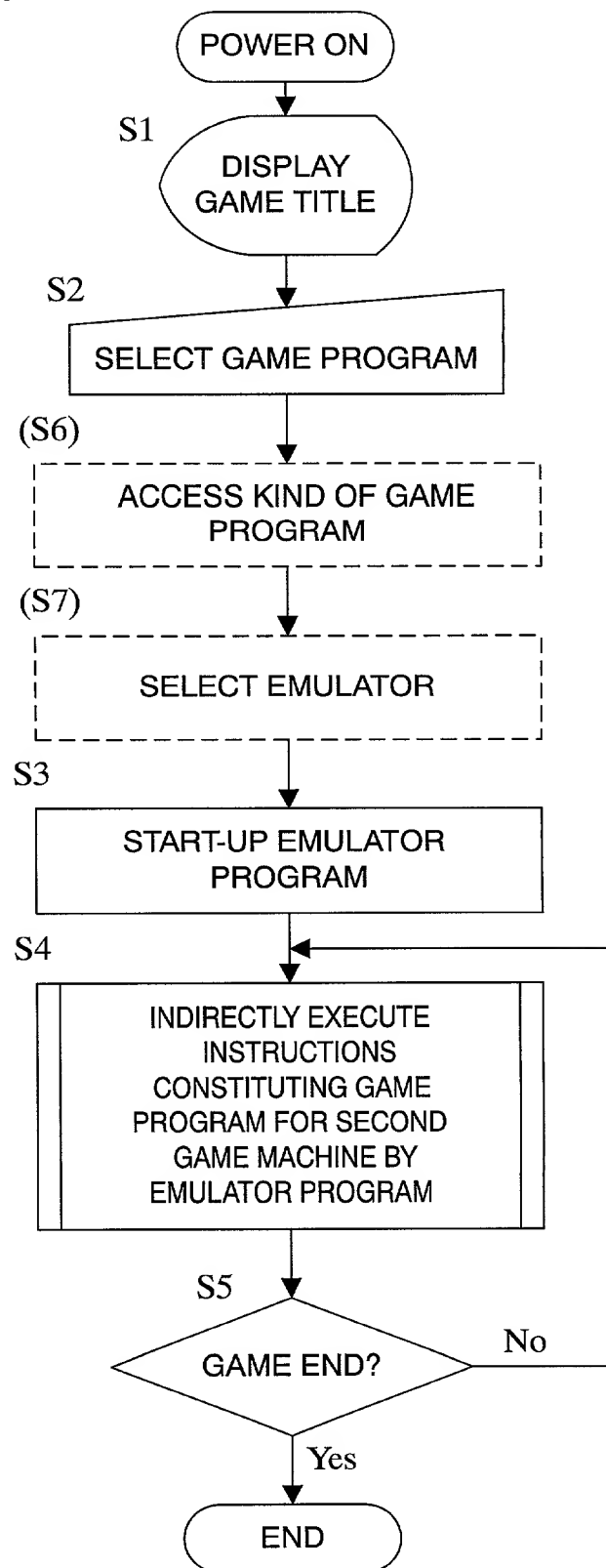


FIG.8

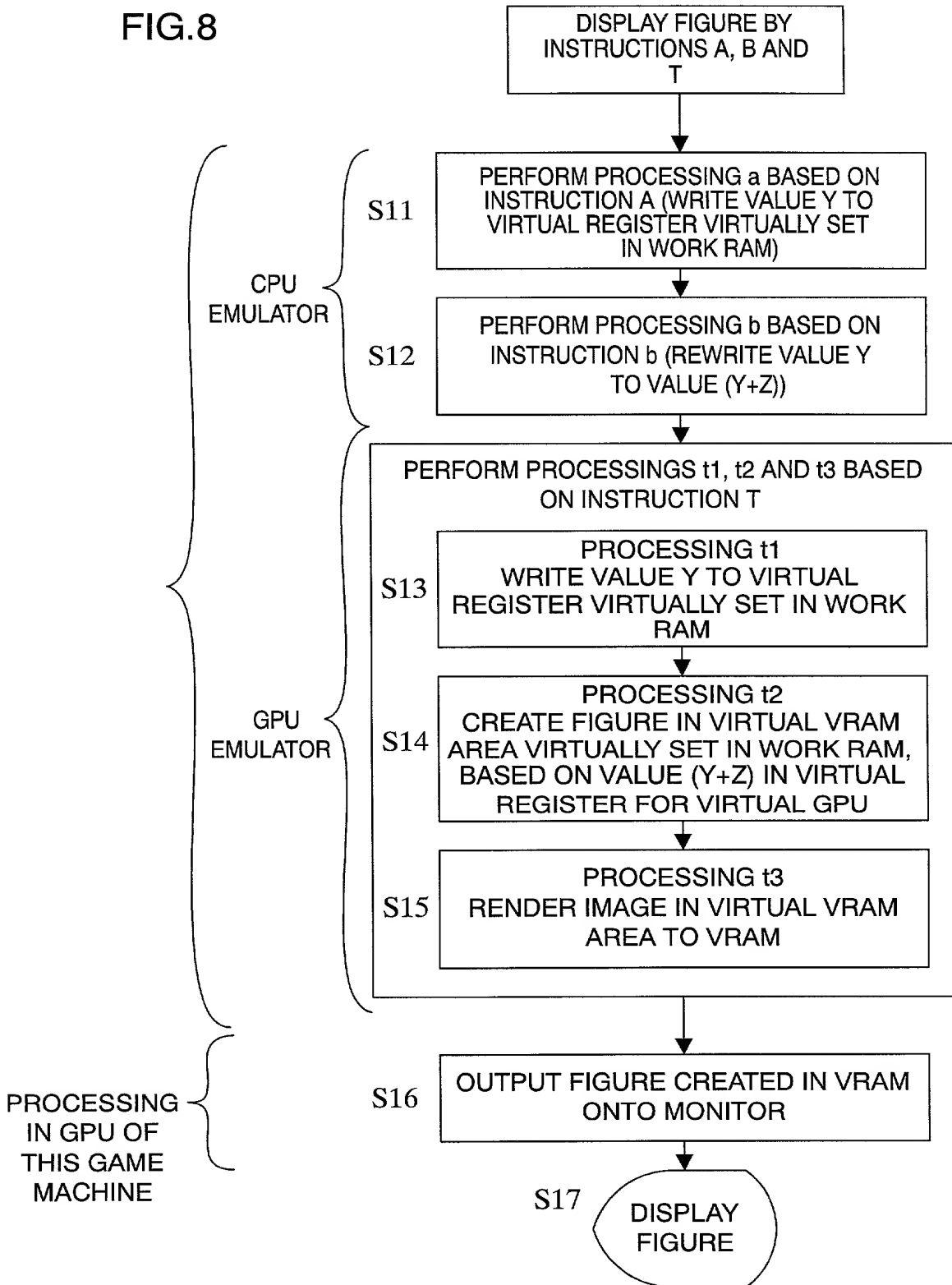


FIG.9

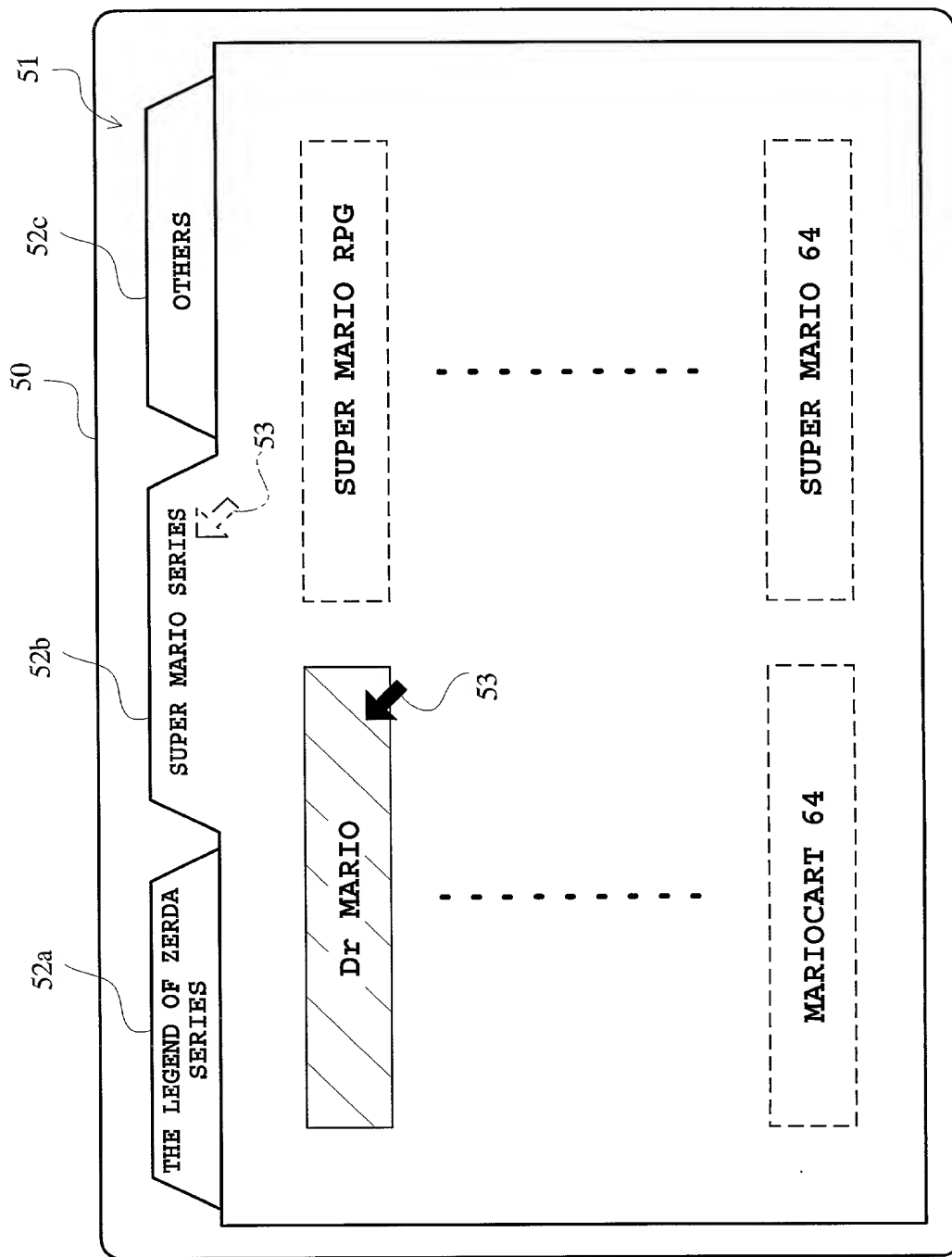


FIG.10

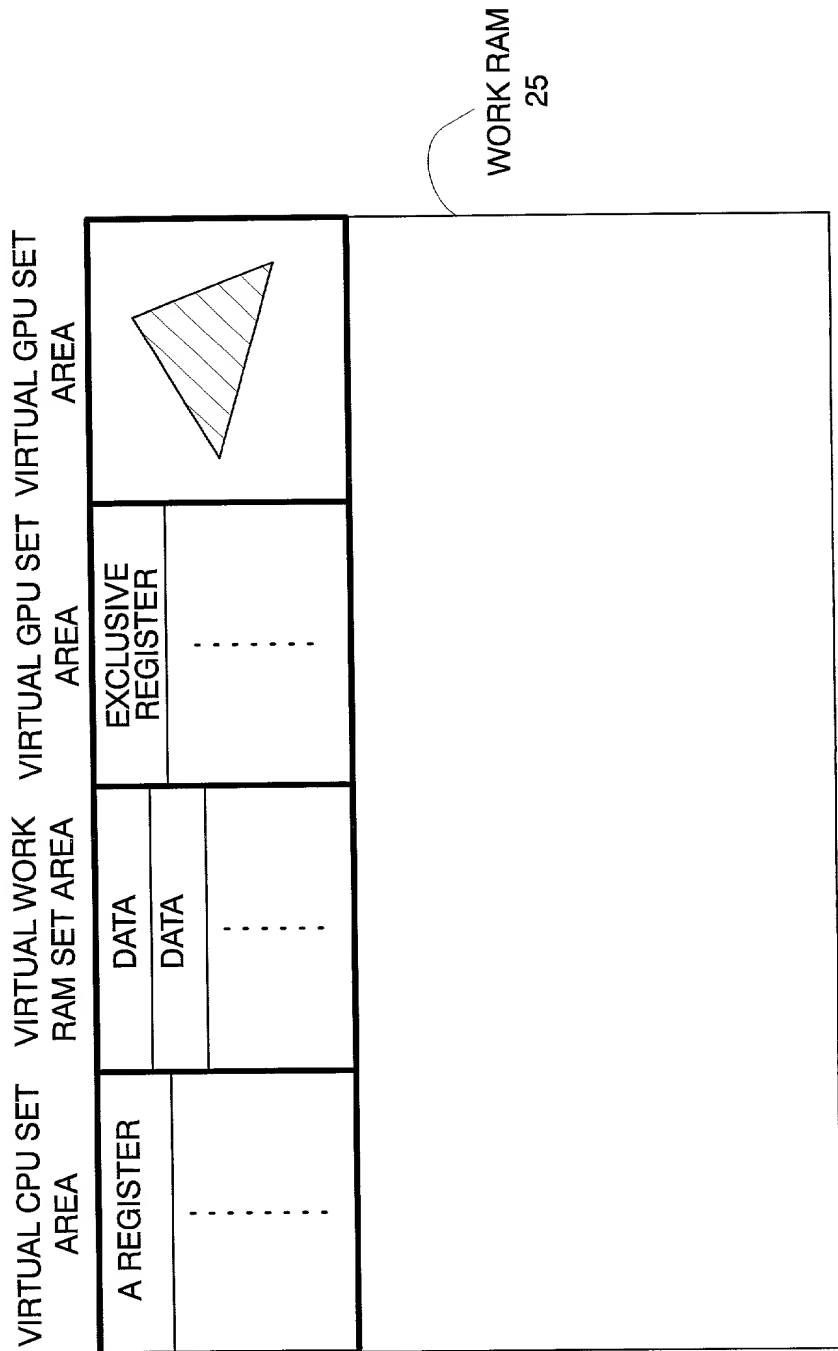


FIG.11

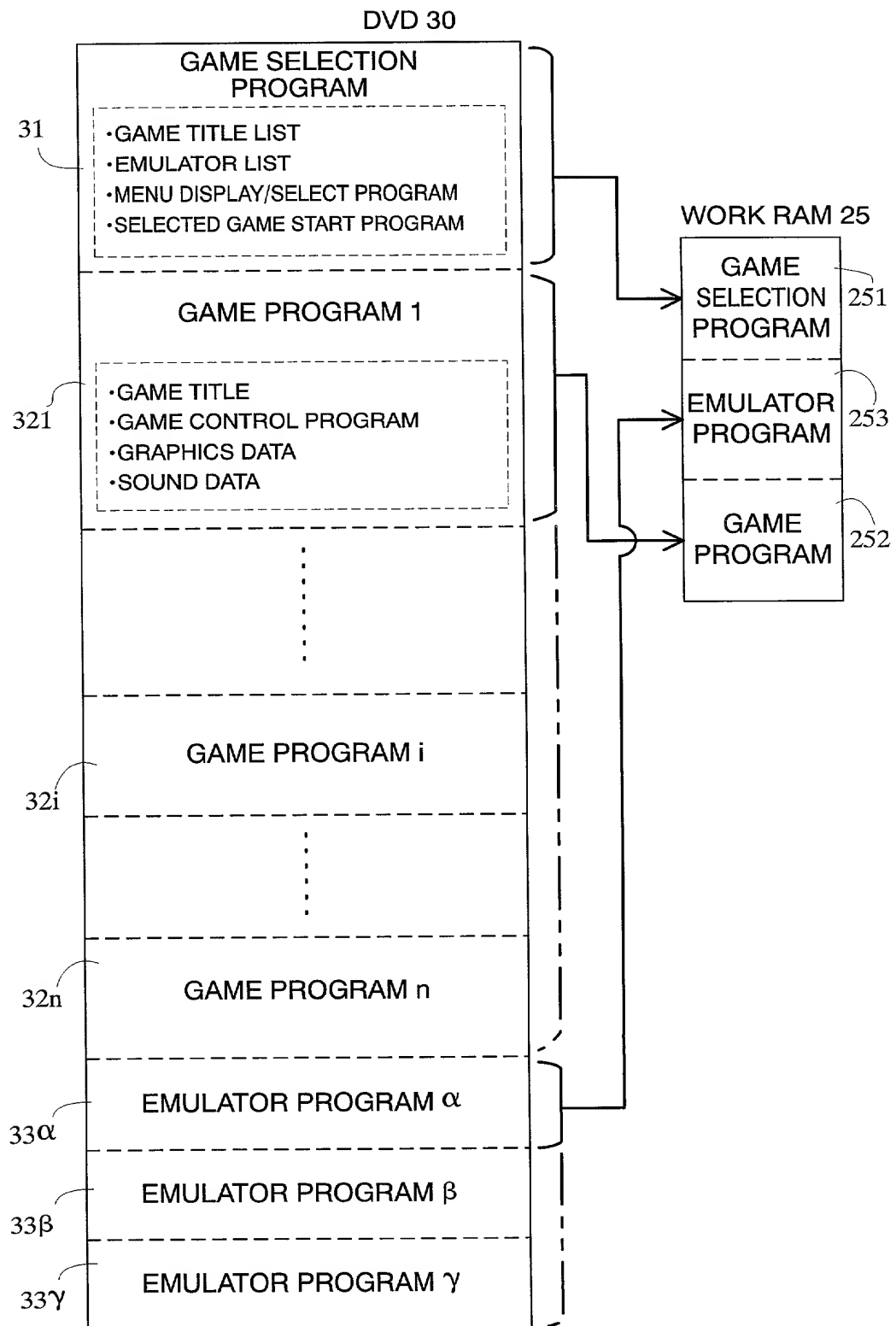


FIG.12A

GAME SELECTION PROGRAM	
GAME TITLE LIST DATA	
EMULATOR LIST DATA	
MENU DISPLAY/SELECT PROGRAM	
SELECTED GAME START PROGRAM	

FIG.12B

GAME TILE LIST DATA	EMULATOR LIST DATA
GAME TITLE 1	EMULATOR α
· ·	· ·
GAME TITLE i	EMULATOR β
· · ·	· · ·
GAME TITLE n	EMULATOR γ
GAME TITLE m	—

FIG.13

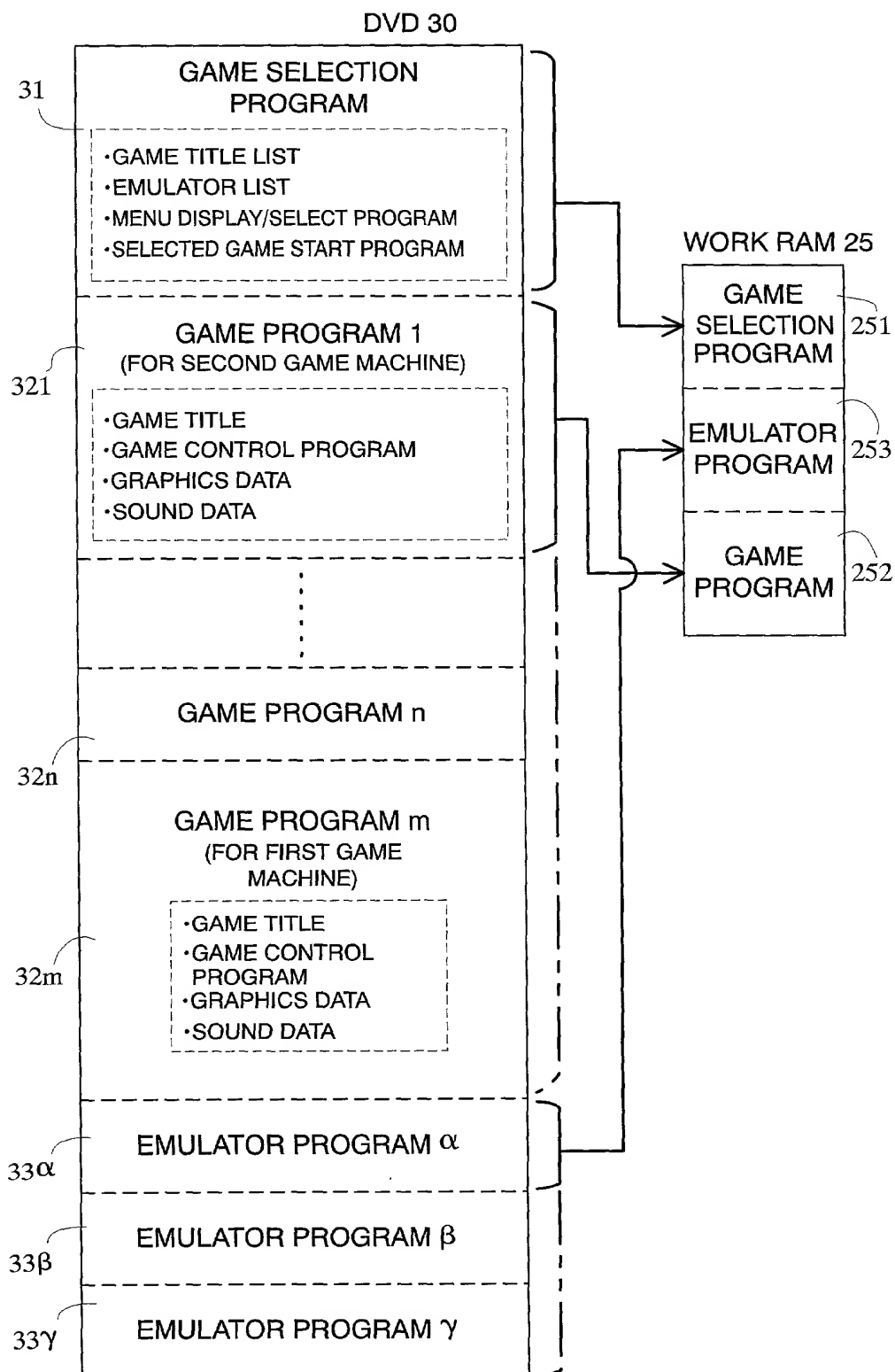


FIG.14

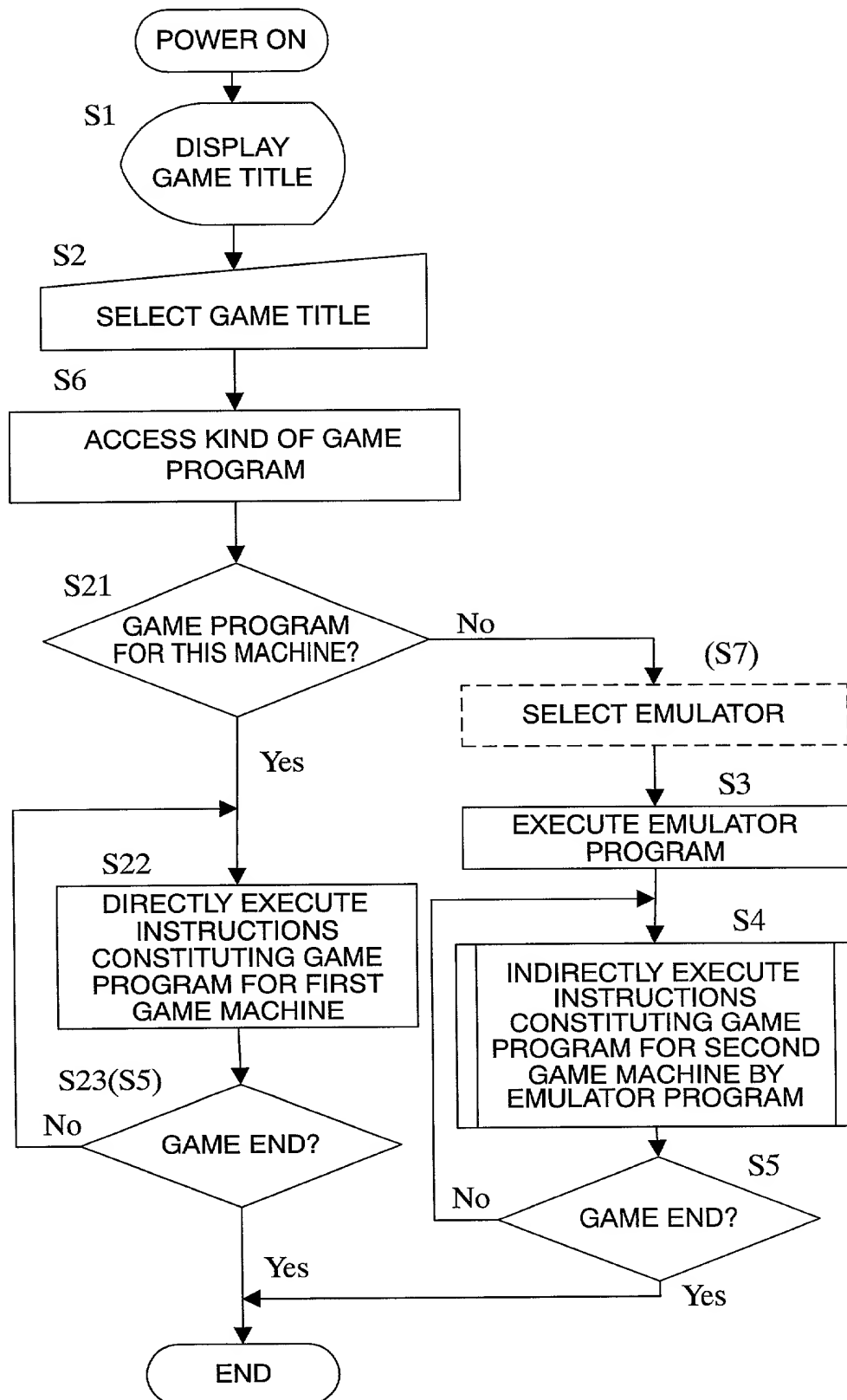


FIG.15

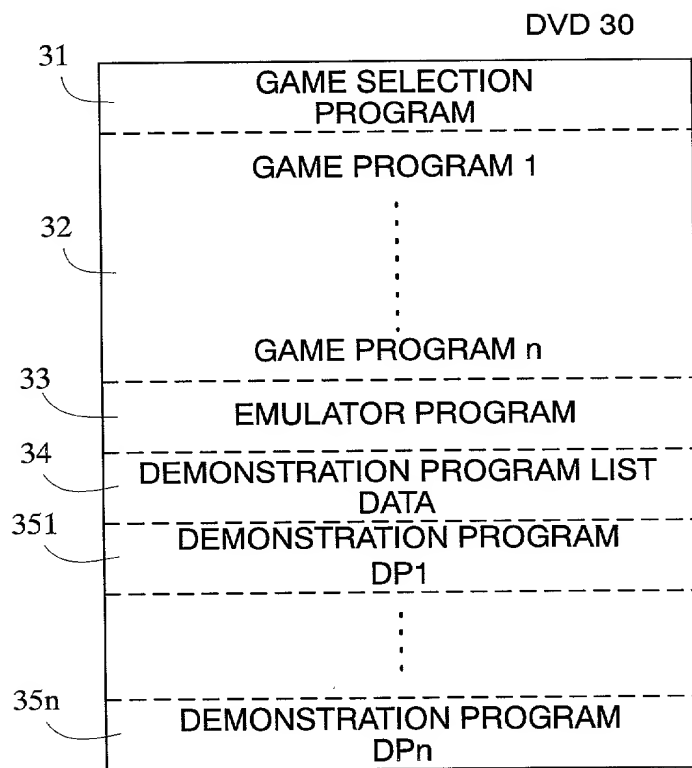


FIG.16

DEMONSTRATION PROGRAM LIST DATA

GAME TITLE	DEMONSTRATION PROGRAM
GAME TITLE 1	DEMONSTRATION PROGRAM DP1
⋮	⋮
GAME TITLE i	DEMONSTRATION PROGRAM DP i
⋮	⋮
GAME TITLE n	DEMONSTRATION PROGRAM DPn

FIG.17

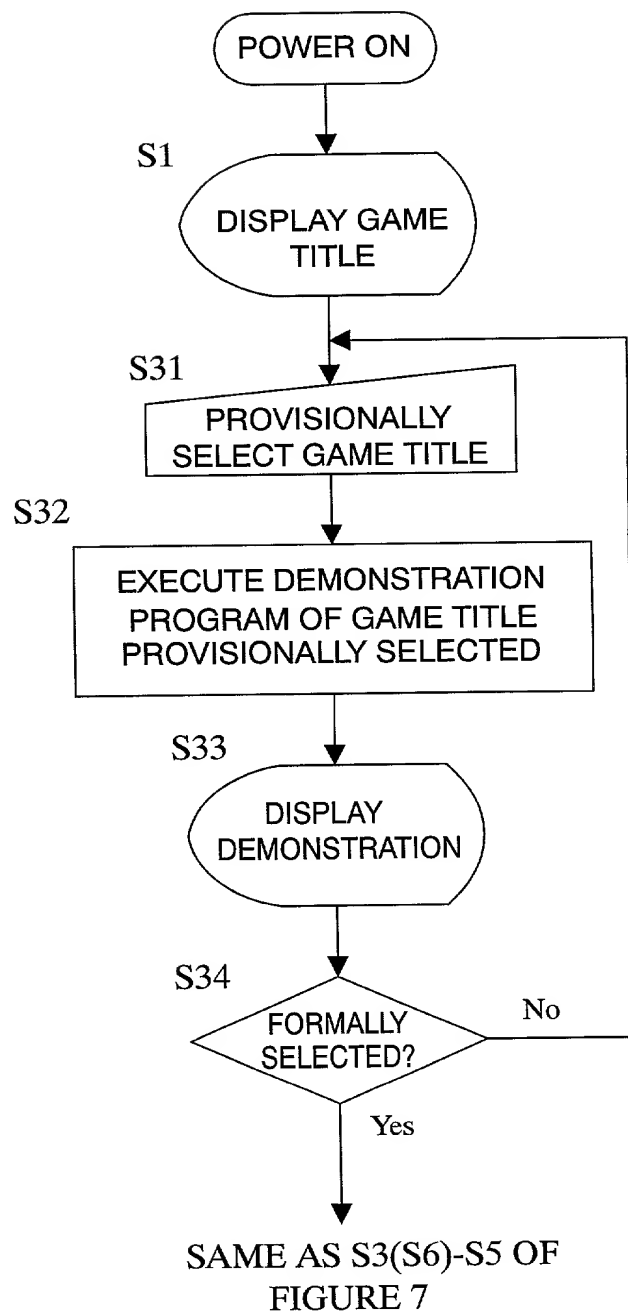


FIG. 18

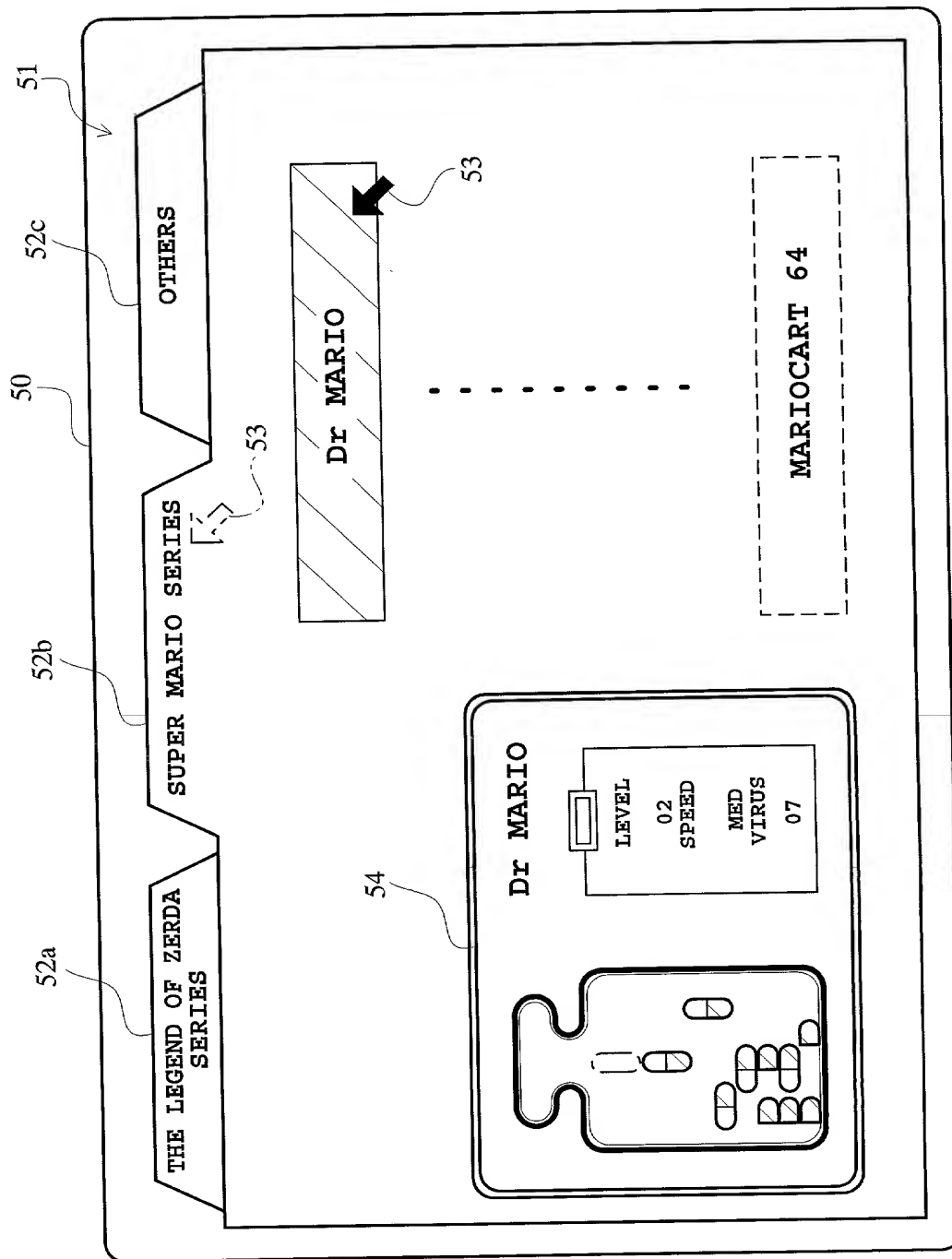
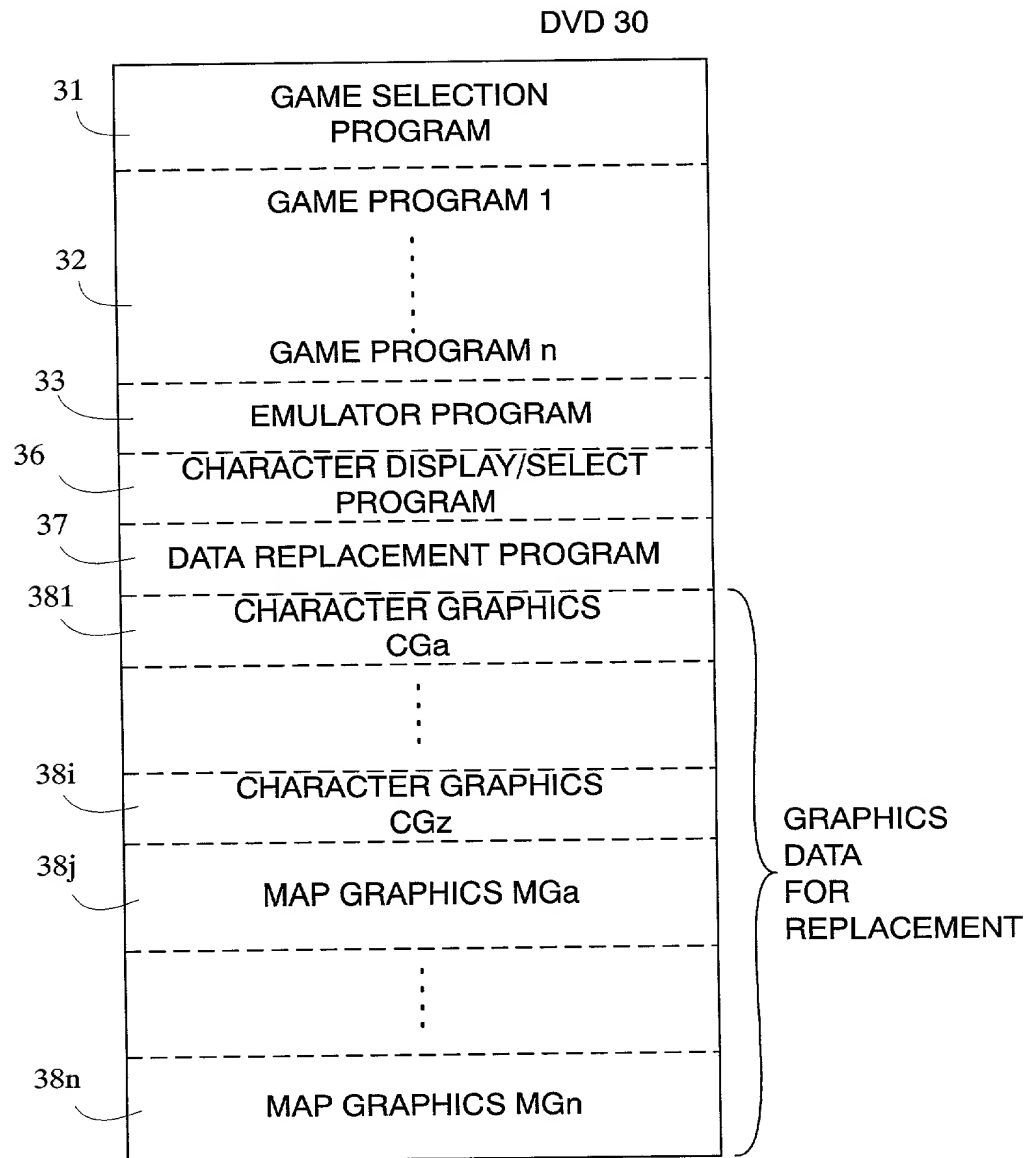


FIG.19



GAME PROGRAMS 1 - n
(FOR SECOND GAME MACHINE)

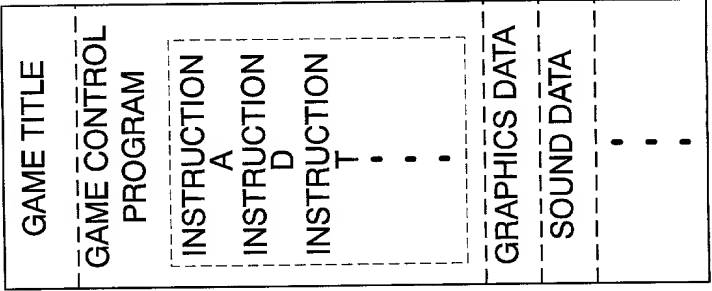


FIG.20A

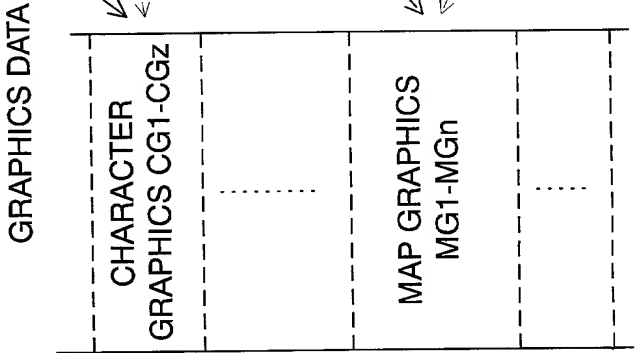


FIG.20B

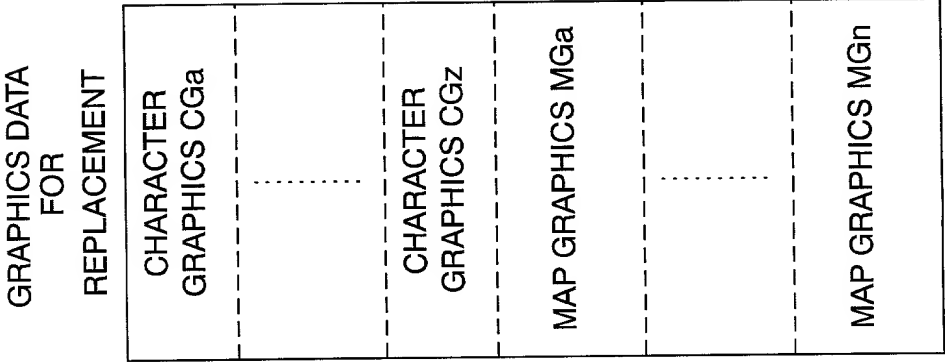
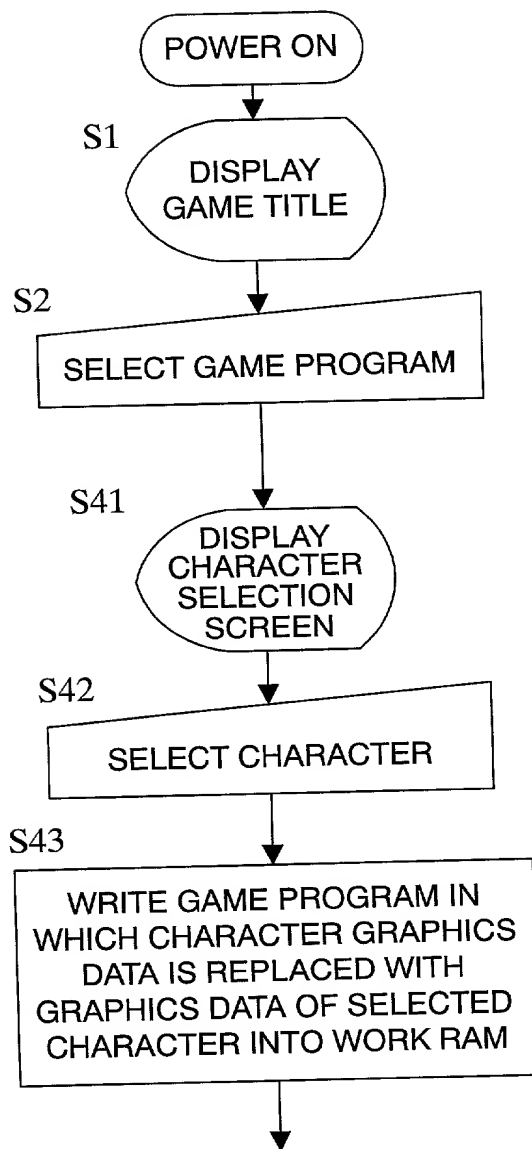


FIG.20C

FIG.21



SAME AS S3(S6)-S5 OF FIGURE 7

FIG.22

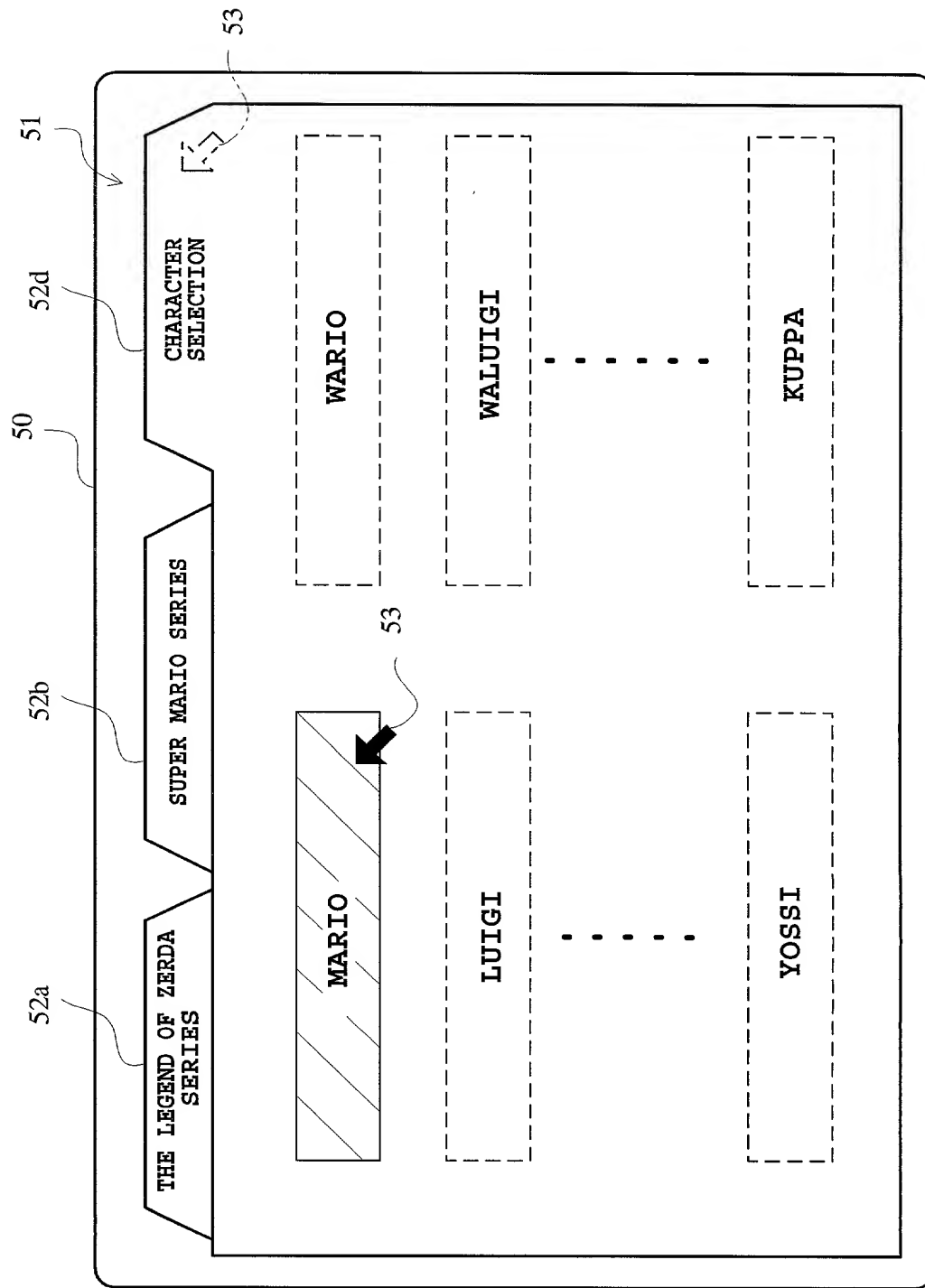


FIG.23

